

Hang On™

Race a souped-up cycle around the world in
HANG ON.



SEGA®

Hang On

What's Happening

“HANG ON” is an amazing new racing technique that enables the racer to maneuver through perilous curves with a minimum loss of speed.

It greatly increases the power of your motorcycle. But it also increases the danger, particularly when your opponent is closing in. So *hang on* tight!

Who's Who

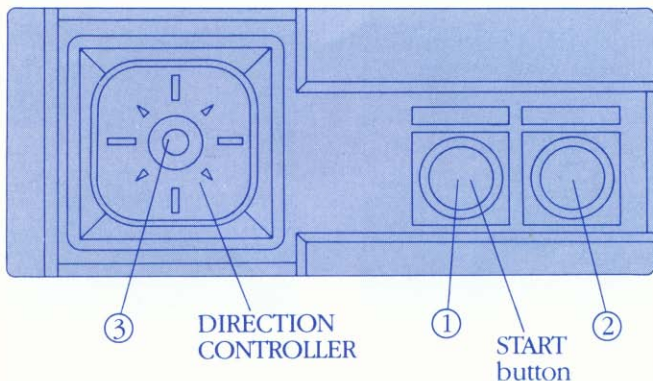
Your motorcycle is FEARLESS 4. It was specially developed with the sole aim of allowing you every possible advantage. Greater power. Greater speed. And untouchable maneuverability.



Your opponent is riding the SIZZLER 7. It too is loaded with extras. In fact, some say it's every bit as good as the FEARLESS 4. So watch out!

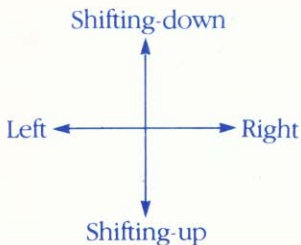
Taking Control

The following illustration shows you the control points of your SEGA SYSTEM™ control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



- ① BRAKE button
- ② ACCELERATOR button
- ③ LEVEL SELECTION

Maneuver FEARLESS 4 (+)



* XMAS TREE (START lamp) *



Game starts when the color of the Xmas tree lamp's light changes to blue in the sequence of yellow-yellow-blue.

* GEARS *



For gear shifting, use the DIRECTION CONTROLLER (↕).

* TIME LIMIT *



60 seconds

- When clearing one STAGE, the remaining time is added to the time limit for the next STAGE.
- When clearing a course, the remaining time is a time bonus and scores points. The more the remaining time the higher time bonus you earn.

Choose Your Level

TO SELECT A STARTING LEVEL—press the arrow keys up or down, then press BUTTON 1.

Choose any one of the following 3 LEVELS:

Level	Number of Courses	Time Limit Per Stage
1	8	60 seconds
2	8	60 seconds
3	8	60 seconds

Once you complete the 8 courses in LEVEL 3 you'll repeat it again, but your time limits will be shorter.

The Course

A course consists of the following 5 stages.

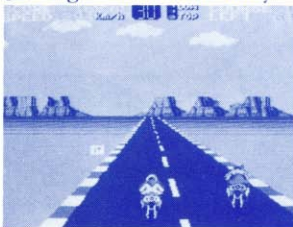
1st Stage — Circuit



2nd Stage — Seaside



3rd Stage — Monument Valley



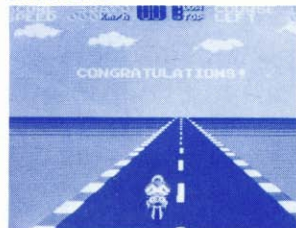
4th Stage — City Night



5th Stage — Circuit



Finish Line



Oops. Try Again.

Each of the five courses is 4 kilometers long. If you don't finish the course before your time is up, the game is over.

If you run into an obstacle or another motorcycle, you'll be temporarily out of the race and you'll lose precious time. However, you will be able to resume racing from the point where you crashed.

Know The Score

At the end of each race, your score is added up from these three elements:

Passing Sizzler 7 300 points

For every second of remaining time . 1,000 points

The faster your overall speed, the greater your score.

Helpful Hints

Even though you have the "HANG ON" feature, you must slow down somewhat on the curves—so learn the appropriate speed for each curve.

If you take a curve too fast, you'll probably slide out. So take it easy.

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

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